Graphical user interface

Ozone is the default graphical interface of RetroArch. It is optimized for navigation with a game controller and incorporates a database-driven playlist system to browse your collection with metadata and thumbnails. The graphic interface also allows you to tweak settings and perform other customizations on a game-by-game basis.

Overview

When you launch RetroArch for the first time, the interface looks like this. There are 8 tabs:

- **Main Menu:** perform important actions like launching a game or quitting the program.
- **Settings:** to configure RetroArch
- **History:** your games history list
- **Images:** your images history list
- **Music:** your music history list
- **Videos:** your videos history list
- **Netplay Rooms:** find game sessions hosted by other gamers and join them.
- **Add:** this tab lets you scan your game collection to generate per system playlists. Playlists will be added as new tabs on the right.

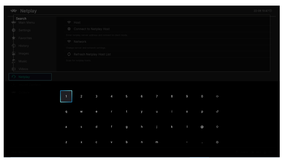
Integrated downloads

In **Main Menu->Online Updater** you can download and update all the required or optional components for RetroArch.

This includes:

- **Libretro cores:** emulators and game engines.
- **A game database:** used by our scanning system to build playlists and display the games metadatas.
- **Game thumbnails:** boxart, title screen, in game screen, for each system.
- **Controller profiles:** automatic mappings for common gamepads, joysticks, and other game controllers Read more (http://retroarch.com/index.php?page=automatic-controllerconfig)
- **Cheats:** cheats for the most common games.
- **Shaders:** video filters to apply on the game screen. Read more (http://retroarch.com/index.php?page=shaders)
- **Content downloader:** Free games and other downloadable content.

Fully controller driven



In the RetroArch GUI, game controllers are the preferred way to navigate. You can perform every action using the controller, including launching games or triggering the RetroArch menu from the active game.

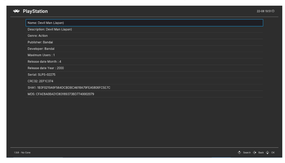
When you need to type text in the settings interface, a multilanguage On Screen Keyboard will be displayed to let you type words and passwords with your controller or touchscreen.

The menu has been designed as an immersive experience: you will not have to switch from your controller to your keyboard to perform actions using the menu while your game keeps playing in the background.

Playlists

You can add new playlists to the GUI by scanning your game collection. Games will be sorted per system. You can also write your own playlists manually to display a list of your favorite games, or any list you can think of.

Playlist entries can be associated to a database entry to display the metadata of the game: Release Year, Genre, Developer, Number of Players, etc.



Interface styles

RetroArch allows you to switch between 4 different interface styles at any time.

Ozone
Ozone is the default Graphical User Interface (GUI) of RetroArch. It's mainly intended for desktop and game console use.

GLUI
GLUI (formerly known as MaterialUI) is RetroArch's mobile interface for smartphones. This interface is designed around touchscreen and pointer devices like a mouse/trackball. It is based on Android's "Material UI" designs. This style is selected by default on most mobile devices (except for the Apple iPhone/iPad/TV)

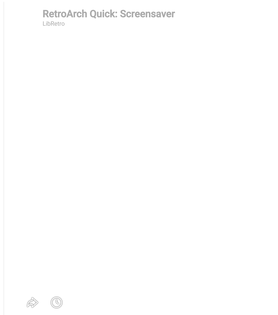
RMB
RMB was the default user interface for RetroArch, until it was succeeded by Ozone. XMB is designed for use with a gamepad or keyboard.

RGUI
RGUI is a simple built-in Graphical User Interface (GUI) for RetroArch. It is meant for use on low-powered and/or low-resolution devices.

Customizable

Customize the RetroArch GUI with options for thumbnails, dynamic backgrounds, shadows, animated backgrounds, icon themes, and more!

Quick Guides



News

RetroArch 1.21.0 release

Tue, 29 Apr 2025 11:29:47 +0000 Libretro Team

RetroArch 1.21.0 has just been released. Grab it here. Remember that this project exists for the benefit of our users, and that we wouldn't keep doing this were it not for spreading the love to our users. This project exists because of your support and belief in us to keep going doing great things. We have […]

Continue reading (https://www.libretro.com/index.php/retroarch-1-21-0-release/)

Introducing ROM Cleaner

Mon, 31 Mar 2025 21:43:09 +0000 Libretro Team

Jesse Talavera here again! You may remember me from my work on melonDS DS, McSoftServe, and assorted improvements to RetroArch like microphones and XDelta softpatching. I’ve secretly been developing something brand-new that I’m itching to share with you. Although RetroArch was designed for retro game emulation, every now and then something comes along that breaks […]

Continue reading (https://www.libretro.com/index.php/introducing-rom-cleaner/)

Bliss-box 4-play advanced – RetroArch ready : Early bird offer inside

Thu, 16 Jan 2025 21:38:17 +0000 Libretro Team

For a limited time you can pre-order yours before production begins. https://bliss-box.net/products/4-play-advanced   Compatibility Works with the existing software Has the same USB ID so that you do not need to reconfigure your software Has the same mapping, and code logic just faster with greater controller support Compatible with 4-Play/GP Cables Advantages over the 4-Play.   […]

Continue reading (https://www.libretro.com/index.php/bliss-box-4-play-advanced-retroarch-ready-early-bird-offer-inside/)

LRPS2 – the new PlayStation2 core with a brand new Vulkan LLE renderer

Sun, 05 Jan 2025 18:25:50 +0000 Libretro Team

We have a brand new PlayStation2 core, LRPS2. It's a heavily modified version of PCSX2 custom made for the Libretro API, and it currently runs on Windows, macOS and Linux. The core code is modern and up-to-date unlike the old core and it no longer suffers from the serious drawbacks the older core had. It […]

Continue reading (https://www.libretro.com/index.php/lrps2-the-new-playstation2-core-with-a-brand-new-lle-renderer/)

RetroArch 1.20.0 release

Sun, 05 Jan 2025 18:07:46 +0000 Libretro Team

RetroArch 1.20.0 has just been released. Grab it here. Remember that this project exists for the benefit of our users, and that we wouldn't keep doing this were it not for spreading the love to our users. This project exists because of your support and belief in us to keep going doing great things. We have […]

Continue reading (https://www.libretro.com/index.php/retroarch-1-20-0-release/)

RetroArch first program to support BlurBuster's CRT beam racing simulator shader

Sun, 05 Jan 2025 14:33:07 +0000 Libretro Team

We are excited to introduce a new shader that significantly improves motion clarity on modern displays, without the typical drawbacks associated with black-frame insertion (BFI) implementations. This shader is the work of Mark Rejhon from BlurBusters (blurbusters.com) and Timothy Lottes (creator of the original FXAA shader and the crt-lottes shaders). It leverages RetroArch’s recently added […]

Continue reading (https://www.libretro.com/index.php/retroarch-first-program-to-support-blurbusters-crt-beam-racing-simulator-shader/)

PlayStation2 and the CRT TV

Sun, 05 Jan 2025 14:00:05 +0000 Libretro Team

The PlayStation2 is a system designed almost entirely from the ground up for use with CRT TVs. Like any other game console built around analog video output, it is not designed around pixels or resolution, but scanlines and timing. Yes, there is a way to attach a VGA monitor for the official PS2 Linux toolkit […]

Continue reading (https://www.libretro.com/index.php/playstation2-and-the-crt-tv/)

RetroArch 1.19.1 release

Wed, 05 Jun 2024 02:23:08 +0000 Libretro Team

RetroArch 1.19.1 has just been released. Grab it here. Remember that this project exists for the benefit of our users, and that we wouldn’t keep doing this were it not for spreading the love to our users. This project exists because of your support and belief in us to keep going doing great things. We […]

Continue reading (https://www.libretro.com/index.php/retroarch-1-19-1-release/)